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[\[Abstract\]](#) [\[PDF Full-Text \(232 KB\)\]](#) **IEEE JNL****136 Mining open answers in questionnaire data***Yamanishi, K.; Hang Li;*

Intelligent Systems, IEEE [see also IEEE Expert] , Volume: 17 Issue: 5 , Sept.-O 2002

Page(s): 58 -63

[\[Abstract\]](#) [\[PDF Full-Text \(465 KB\)\]](#) **IEEE JNL****137 Data mining in soft computing framework: a survey***Mitra, S.; Pal, S.K.; Mitra, P.;*

Neural Networks, IEEE Transactions on , Volume: 13 Issue: 1 , Jan. 2002

Page(s): 3 -14

[\[Abstract\]](#) [\[PDF Full-Text \(164 KB\)\]](#) **IEEE JNL****138 Application of AI tools in fault diagnosis of electrical machines and drives-an overview***Awadallah, M.A.; Morscos, M.M.;*

Energy Conversion, IEEE Transactions on , Volume: 18 Issue: 2 , June 2003

Page(s): 245 -251

[\[Abstract\]](#) [\[PDF Full-Text \(297 KB\)\]](#) **IEEE JNL****139 Learning possibilistic graphical models from data***Borgelt, C.; Kruse, R.;*

Fuzzy Systems, IEEE Transactions on , Volume: 11 Issue: 2 , April 2003

Page(s): 159 -172

[\[Abstract\]](#) [\[PDF Full-Text \(766 KB\)\]](#) **IEEE JNL**[\[Prev\]](#) [1](#) [2](#) [3](#) [4](#) [5](#) [6](#)



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## 1 A framework for choosing a database query language

Matthias Jarke, Yannis Vassiliou

September 1985

ACM Computing Surveys (CSUR), Volume 17 Issue 3

Full text available:  [pdf\(2.71 MB\)](#)

Additional Information: full citation, abstract, references,

This paper presents a systematic approach to matching categories of query language to certain user types. The method is based on a trend model of query language functional capabilities and usability. From the trend model the following are derived: languages, a criterion hierarchy for query language evaluation, a comprehensive analysis of users and their requirements ...

## 2 Mapping the discourse of HCI researchers with citation analysis

Thomas W. Dillon

October 1995

ACM SIGCHI Bulletin, Volume 27 Issue 4

Full text available:  [pdf\(737.26 KB\)](#)

Additional Information: full citation, abstract, references,

This paper observes the development of human-computer interaction as a research field over time. It uses citation analysis of three volumes of three journals, the field of human-computer interaction, to identify the most active areas of research. The analysis shows that the field has grown significantly from a supporting base of four fields: computer science, information systems, ergonomics, and psychology. Results of this analysis support the proposition that human-computer interaction is a multidisciplinary field of study.

### 3 Intelligent user interfaces

William E. Hefley, Dianne Murray

February 1993      Proceedings of the 1st international conference on Intelligent us

Full text available:  pdf(777.77 KB)

Additional Information: full citation, references, citings

**Keywords:** adaptive intelligent interface systems, intelligent interfaces, intelli management systems, user models

### 4 High level knowledge sources in usable speech recognition systems

S. L. Young, A. G. Hauptmann, W. H. Ward, E. T. Smith, P. Werner

February 1989      Communications of the ACM, Volume 32 Issue 2

Full text available:  pdf(1.62 MB)

Additional Information: full citation, abstract, references,

The authors detail an integrated system which combines natural language pro context of a problem solving dialogue. The MINDS system uses a variety of pr generate expectations of what a user is likely to say.

### 5 The relationship between business and higher education: a perspective on

John Sculley

September 1989

Communications of the ACM, Volume 32 Issue 9

Full text available:  pdf(1.20 MB)

Additional Information: full citation, abstract, index

Apple's Chairman of the Board discusses the future of three core technologies artificial intelligence&mdash;and the role each will play in education. The follo of teachers almost two years ago. Its message, however, is as timely and insp era.

### 6 Document Formatting Systems: Survey, Concepts, and Issues

Richard Furuta, Jeffrey Scofield, Alan Shaw

September 1982    ACM Computing Surveys (CSUR), Volume 14 Issue 3

Full text available:  pdf(5.36 MB) Additional Information: full citation, references, citings, index terms

## 7 Is North American IS research different from European IS research?

J. Roberto Evaristo, Elena Karahanna

June 1997

ACM SIGMIS Database, Volume 28 Issue 3

Full text available:  pdf(1.02 MB)

Additional Information: full citation, abstract,

Diversity, whether in terms of research methodologies or reference disciplines

If, on the other hand, this diversity inhibits the sharing of research and know  
intellectual heritages, loss of synergy and research opportunities for both com  
similarities and differences between North American and European research in  
methodologies by a ...

Keywords: MIS research, documentation, measurement, standardization

## 8 Behavioral Aspects of Text Editors

David W. Embley, George Nagy

January 1981 ACM Computing Surveys (CSUR), Volume 13 Issue 1

Full text available:  pdf(3.44 MB) Additional Information: full citation, references, citings

## 9 The adaptable user interface

Eliezer Kantorowitz, Oded Sudarsky

November 1989

Communications of the ACM, Volume 32 Issue 11

Full text available:  pdf(787.32 KB)

Additional Information: full citation, abstract, references, c

A single adaptable user interface (AUI) which allows the user to switch betwe  
at any time&mdash;even in the middle of a command&mdash;can be useful t  
beginners nor experts. It can also be used in applications where different dial  
parameters of a single command. An implemented user interface managemen  
of AUIs and their automatic gener ...

## 10 A comparative study of moded and modeless text editing by experienced e

Merle F. Poller, Susan K. Garter

December 1983 Proceedings of the SIGCHI conference on Human Factors in Co

Full text available:  pdf(515.21 KB)

Additional Information: full citation, abstract, referen

As interactive text editing systems become more and more pervasive on the j  
necessity for good human engineering in the design of such interactive system  
issue we are concerned with in this paper is not that of modes in general, but  
editors should handle text insertions. In this context, moded editing means th  
command before text i ...

## 11 Practical performance of Bloom filters and parallel free-text searching

M. V. Ramakrishna

October 1989

Communications of the ACM, Volume 32 Issue 10

Full text available:  pdf(336.53 KB)

Additional Information: full citation, abstract, references, c

Bloom filter technique of hashing finds several applications, such as in efficient storage of dictionaries, and parallel free-text searching. The performance to the filter error rate is the focus of this article.

## 12 A survey of research on context-aware homes

Sven Meyer, Andry Rakotonirainy

January 2003 Proceedings of the Australasian information security workshop conference

Full text available:  pdf(219.36 KB)

Additional Information: full citation, abstract, references, c

The seamless integration of people, devices and computation will soon become a reality as wireless networks and ubiquitous devices powered by intelligent computation which people will live. Despite showing great promise, research into future computing systems must take into account the needs of users. The nature of such future systems is often too abstract to be fully understood. Furthermore, most research o ...

**Keywords:** environments, pervasive, privacy, smart context-aware homes, smart environments, user-experience

## 13 Accessible interfaces: Planning, reasoning, and agents for non-visual navigation

Enrico Pontelli, Tran Cao Son

July 2002 Proceedings of the fifth international ACM conference on Assistive technologies

Full text available:  pdf(865.19 KB)

Additional Information: full citation, abstract, references, c

In this paper we demonstrate how the DSL for Table navigation [16] can be generalized to support navigation in semantic domains [1]. We also show how this generalization provides the ability to carry out navigation in semantic domains by (i) allowing the user to describe the objective of his/her navigation as a goal and develop (part of) the navigation process; and (ii) allowing the semantic descriptions to be used in the navigation process.

...

**Keywords:** agents, domain specific language, semantics navigation

**14 Augmented reality / 3D modeling: A framework for rapid evaluation of prototypes**

Selim Balcioglu, Marcelo Kallmann, Pascal Fua, Daniel Thalmann

October 2000 Proceedings of the ACM symposium on Virtual reality software and interfaces

Full text available:  pdf(1.80 MB)

Additional Information: full citation, abstract, references, citings, index terms

In this paper we present a new framework in Augmented Reality context for rapid prototyping and manufacture. The design of such prototypes is a time consuming process, leading to less realistic interactive environments. We have extended the definition of models and behaviour being able to evaluate them in a mixed environment. Such enhanced methods to test object behaviour, a ...

**Keywords:** Augmented Reality, Human Factors, Object Behaviour, Prototyping**15 IS '97: model curriculum and guidelines for undergraduate degree program**

Gordon B. Davis, John T. Gorgone, J. Daniel Couger, David L. Feinstein, Herbert

December 1997 ACM SIGMIS Database , Guidelines for undergraduate degree programs in information systems, Volume 25 Number 4

Full text available:  pdf(7.24 MB)

Additional Information: full citation, abstract, references, citings, index terms

**16 Human-Computer Interaction in the Control of Dynamic Systems**

William B. Rouse

January 1981 ACM Computing Surveys (CSUR), Volume 13 Issue 1

Full text available:  pdf(2.77 MB) Additional Information: full citation, references, citings, index terms**17 Human-computer interface development: concepts and systems for its management**

H. Rex Hartson, Deborah Hix

March 1989 ACM Computing Surveys (CSUR), Volume 21 Issue 1

Full text available:  pdf(7.97 MB)

Additional Information: full citation, abstract, references, citings, index terms

*Human-computer interface management*, from a computer science viewpoint, covers quality human-computer interfaces, including their representation, design, implementation and maintenance. This survey presents important concepts of interface management, modeling, representation, interactive tools, rapid prototyping, development methods and *Dialogue independence* is the ...

**18 From ideas and arguments to hyperdocuments: travelling through activity spaces**

N. A. Streitz, J. Hannemann, M. Thüring

November 1989 Proceedings of the second annual ACM conference on Hypertext

Full text available:  pdf(1.98 MB)

Additional Information: full citation, references, citings, index terms

**19 Job and health implications of VDT use: initial results of the Wisconsin-NIC**

Steven L. Sauter, Mark S. Gottlieb, Karen C. Jones, Vernon N. Dodson, Kathryn April 1983 Communications of the ACM, Volume 26 Issue 4

Full text available:  pdf(1.09 MB)

Additional Information: full citation, abstract, references,

Magnitudes and correlates of stress were investigated among 248 office work counterparts using field survey and objective physical measurement techniques. Increased eyestrain and reduced psychological disturbances among users, the on job-attitudinal, affective, and somatic manifestations of stress. However, a less favorably by VDT users. S ...

**Keywords:** ergonomics, health, human factors, occupational stress, office auto CRTS)

**20 Interactive Editing Systems: Part II**

Norman Meyrowitz, Andries van Dam September 1982 ACM Computing Surveys (CSUR), Volume 14 Issue 3

Full text available:  pdf(9.17 MB) Additional Information: full citation, references, citations, index terms

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## 21 Strategic directions in human-computer interaction

Brad Myers, Jim Hollan, Isabel Cruz, Steve Bryson, Dick Bulterman, Tiziana Cata  
Jonathan Grudin, Yannis Ioannidis

December 1996

ACM Computing Surveys (CSUR), Volume 28 Issue 4

Full text available: pdf(248.95 KB)

Additional Information: full citation, references, citations

## 22 Automating the design of graphical presentations of relational information

Jock Mackinlay

April 1986

ACM Transactions on Graphics (TOG), Volume 5 Issue 2

Full text available: pdf(2.45 MB)

Additional Information: full citation, abstract, references,

The goal of the research described in this paper is to develop an application-in automatically designs effective graphical presentations (such as bar charts, sc relational information. Two problems are raised by this goal: The codification be used by the presentation tool, and the generation of a wide variety of desi accommodate a wide varie ...

## 23 Automated knowledge acquisition for instructional text generation

Cécile Paris, Keith Vander Linden, Shijian Lu

October 2002      Proceedings of the 20th annual international conference on Comp

Full text available:  pdf(507.76 KB)

Additional Information: full citation, abstract, refer

Language generation systems have often been advocated for use in the gener practice, it is hard to use them because of the amount of knowledge they req source of input, the knowledge acquisition bottleneck will prevent generation Unfortunately, knowledge acquisition for any domain-varying language gener seldom any single knowledge source or ...

Keywords: instructional text, knowledge acquisition, language generation

## 24 A brief history of human-computer interaction technology

Brad A. Myers

March 1998      interactions, Volume 5 Issue 2

Full text available:  pdf(276.17 KB) Additional Information: full citation, references, citings, index terms, review

## 25 Fifteen years of psychology in software engineering: Individual differences

Bill Curtis

March 1984      Proceedings of the 7th international conference on Software eng

Full text available:  pdf(943.22 KB)

Additional Information: full citation, abstract, reference

Since the 1950's, psychologists have studied the behavioral aspects of softwa their research have never been organized into a subfield of either software en results from the difficulty of integrating theory and data from the mixture of p paper will review some of the psychological research on software engineering in 1968. This review will ...

## 26 Guest Editor's Introduction: An Applied Psychology of the User

Thomas P. Moran

January 1981 ACM Computing Surveys (CSUR), Volume 13 Issue 1

Full text available:  pdf(1.05 MB) Additional Information: full citation, references, citings

## 27 Annotator: an AI approach to engineering drawing annotation

Barbara J. Vivier, Melvin K. Simmons, Sharon A. Masline

June 1988 Proceedings of the first international conference on Industrial and engineering and expert systems - Volume 1

Full text available:  pdf(655.14 KB)

Additional Information: full citation, abstract, references

Annotator is a prototype to investigate the application of AI techniques to the particular, Annotator addresses drawings of piping systems such as those for facilities. The isometric representation of the piping system is selected because it is more intuitive than other representations used in plant design. Knowledge contained in hierarchies represents the CAD mode model and features of the drawing ...

## 28 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 Proceedings of the 1997 conference of the Centre for Advanced Studies in Software Engineering

Full text available:  pdf(4.21 MB)

Additional Information: full citation, abstract, references

Understanding distributed applications is a tedious and difficult task. Visualizations have often been used to obtain a better understanding of the execution of the application. An event tracer developed at the University of Waterloo. However, these diagrams provide the user with the desired overview of the application. In our experience with non-trivial commun ...

## 29 Task-analytic approach to the automated design of graphic presentations

Stephen M. Casner

April 1991 ACM Transactions on Graphics (TOG), Volume 10 Issue 2

Full text available:  pdf(2.58 MB)

Additional Information: full citation, abstract, references, citations

BOZ is an automated graphic design and presentation tool that designs graphical interfaces which a graphic is intended to support. When designing a graphic, BOZ aims to expedite human performance of information-processing tasks: (1) allowing users to make inferences in place of more demanding logical inferences, and (2) streamlining the process by which BOZ analyzes a logical description ...

Keywords: automated design, graphic design, graphic user interface, task analysis

## 30 Historical perspectives on the computing curriculum (report of the ITiCSE '97 working group on perspectives in computing education)

Michael Goldweber, John Impagliazzo, Iouri A. Bogoiavlenski, A. G. Clear, Gordon Bell, Richard Rasala

June 1997 The supplemental proceedings of the conference on Integrating technology and computing: working group reports and supplemental proceedings

Full text available:  pdf(110.51 KB)

Additional Information: full citation, abstract, references

**31 Historical perspectives on the computing curriculum**

Michael Goldweber, John Impagliazzo, Iouri A. Bogoiavlenski, A. G. Clear, Gordo

Richard Rasala

October 1997

ACM SIGCUE Outlook, Volume 25 Issue 4

Full text available:  pdf(110.51 KB)

Additional Information: full citation, references, citing

**32 Display Devices: Balance NAVE: a virtual reality facility for research and re**

Jeffrey Jacobson, Mark S. Redfern, Joseph M. Furman, Susan L. Whitney, Patrick Hodges

November 2001

Proceedings of the ACM symposium on Virtual reality software

Full text available:  pdf(374.07 KB)

Additional Information: full citation, abstract, refer

We are currently developing an immersive virtual environment display for research and disorders, called the Balance NAVE (BNAVE). Using this system, the therapist can observe conflict and congruence in persons with balance disorders. With the capability needs of the therapist, the BNAVE is a promising tool for rehabilitation. The system uses three front-projectors, and three rear-projectors ...

**33 Section 02: perspectives: The enigmatics of affect**

Phoebe Sengers, Rainer Liesendahl, Werner Magar, Christoph Seibert, Boris Müll Mårtensson, Kristina Höök

June 2002 Proceedings of the conference on Designing interactive systems: proceedings

Full text available:  pdf(2.70 MB)

Additional Information: full citation, abstract, references

Affective computation generally focuses on the informatics of affect: structuring affect as informational units. We propose instead an enigmatics of affect, a critical theory of the undefinable complexities of human affective experience. Our interactive installations invite users to explore a dynamic landscape of emotionally expressive sound and changeable input devices ...

**Keywords:** affective computation, affective interaction, agent architecture, behavioral interaction design, interactive installations, interactive sound, tangible interfaces

**34 How do people organize their desks?: Implications for the design of office interiors**

Thomas W. Malone

January 1983

ACM Transactions on Information Systems (TOIS), Volume 1 Issue 1

Full text available:  pdf(748.14 KB)

Additional Information: full citation, references, citations, index

### 35 Pilots of the future: human or computer?

Alan B. Chambers, David C. Nagel

November 1985

Communications of the ACM, Volume 28 Issue 11

Full text available:  pdf(3.30 MB)

Additional Information: full citation, abstract, references, c

As more and more automation is incorporated in aircraft, the essential question is whether automated systems should serve as the human pilot's assistant, or vice versa?

### 36 Web accessibility: Navigation of HTML tables, frames, and XML fragments

E. Pontelli, D. Gillan, W. Xiong, E. Saad, G. Gupta, A. I. Karshmer

July 2002 Proceedings of the fifth international ACM conference on Assistive technologies

Full text available:  pdf(917.53 KB)

Additional Information: full citation, abstract, references, c

In this paper, we provide a progress report on the development of technology for navigating complex HTML and XML structures.

**Keywords:** Web Accessibility, visually impaired users

### 37 Evaluating a content based image retrieval system

Sharon McDonald, Ting-Sheng Lai, John Tait

September 2001 Proceedings of the 24th annual international ACM SIGIR conference on information retrieval

Full text available:  pdf(301.72 KB)

Additional Information: full citation, abstract, references, c

Content Based Image Retrieval (CBIR) presents special challenges in terms of how end systems are evaluated. This paper discusses the design of a CBIR system, indexing key, and a user centered evaluation of the systems visual search tool. It also makes use of a range of visual search tools, and that different tools are used. The results ...

**Keywords:** colour based indexing, content based image retrieval, general image retrieval

### 38 Design implications of a task-driven approach to unstructured cognitive tasks

Sidney E. Harris, Harvey J. Brightman

July 1985 ACM Transactions on Information Systems (TOIS), Volume 3 Issue 3

Full text available:  pdf(1.16 MB)

Additional Information: full citation, abstract, references, c

Previous research in modeling office activities has been primarily oriented toward organized. In this paper we report on efforts to develop a new methodology for the Critical Task Method to identify the &ldquo;bottleneck cognitive tasks&rdquo; profile. Data were collected on the computer-support needs of faculty researchers &ldquo;knowledge-based&r ...

### 39 Enriching buyers' experiences: the SmartClient approach

Pearl Pu, Boi Faltings

April 2000 Proceedings of the SIGCHI conference on Human factors in computing

Full text available:  pdf(3.82 MB)

Additional Information: full citation, abstract, references,

In electronic commerce, a satisfying buyer experience is a key new techniques for better adapting interaction with an electron behavior. Our model replaces the sequential separation of need brokering with a conversation in which both processes occur si supports the buyer in formulating his or her needs, and in deci selecting a product to buy. ...

**Keywords:** client-server architecture, constraint solver, eCommerce systems, visual overview

### 40 Is paper safer? The role of paper flight strips in air traffic control

Wendy E. MacKay

December 1999 ACM Transactions on Computer-Human Interaction (TOCHI),

Full text available:  pdf(1.13 MB)

Additional Information: full citation, abstract, references, citation

Air traffic control is a complex, safety-critical activity, with well-established attempts to automate the existing system have failed because controllers rem paper flight strip. This article describes a four-month intensive study of a team understand their use of paper flight strips. The article also describes a compa in Franc ...

**Keywords:** activity theory, affordances, air traffic control, annotation, ethnography, awareness, safety factors

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## 41 Precision requirements for digital color reproduction

Mike Stokes, Mark D. Fairchild, Roy S. Berns

October 1992

ACM Transactions on Graphics (TOG), Volume 11 Issue 4

Full text available: pdf(4.81 MB)

Additional Information: full citation, abstract, references,

An environment was established to perform device-independent color reproduction to determine the required precision for this environment, an experiment was conducted to determine colorimetric tolerances for six images using paired comparison techniques. The linear and nonlinear functions in the CIELAB dimensions of lightness, chroma, and hue were determined using probe ...

Keywords: color, color correction, color reproduction, color science, image scie

## 42 Using GOMS for user interface design and evaluation: which technique?

Bonnie E. John, David E. Kieras

December 1996 ACM Transactions on Computer-Human Interaction (TOCHI),

Full text available:  pdf(272.60 KB)

Additional Information: full citation, abstract, references, citations, in

Since the seminal book, *The Psychology of Human-Computer Interaction*, the widely known theoretical concepts in human-computer interaction. This article extends and extends the original work and has been used in real-world design and evaluation. The previous work on GOMS to provide an integrated view of GOMS models and methods. We briefly describe the major contributions of this work ...

Keywords: GOMS, cognitive modeling, usability engineering

## 43 GLEAN: a computer-based tool for rapid GOMS model usability evaluation

David E. Kieras, Scott D. Wood, Kasem Abotel, Anthony Hornof

December 1995 Proceedings of the 8th annual ACM symposium on User interface

Full text available:  pdf(1.15 MB)

Additional Information: full citation, references, citations, in

Keywords: GOMS models, software and technology, usability, usability evaluation

## 44 Session 5: novel interaction: MAUI: a multimodal affective user interface

Christine L. Lisetti, Fatma Nasoz

December 2002 Proceedings of the tenth ACM international conference on Multimodal interfaces

Full text available:  pdf(377.18 KB)

Additional Information: full citation, abstract, references, citations, in

Human intelligence is being increasingly redefined to include the all-encompassing concept of 'affect'. In this article, we argue that affect should be considered 'pure reason'. With the recent progress of research in computer vision, bio-feedback, real-time recognition of affect will enhance human-computer interaction. This will lead to further progress in the development of new emotion theories. In this article, we propose a new approach to affective user interface design that allows users to closely interact with computers ...

Keywords: affect recognition, emotions, intelligent interfaces, interface agent

## 45 Task force report and recommendations

January 2000 ACM SIGART Database, Volume 31 Issue 1

Full text available:  pdf(4.42 MB) Additional Information: full citation, index terms

**46 Designing meeting support systems in a user-centered manner: the case o**

Petri Maaranen, Kalle Lyytinen

August 1995      Proceedings of conference on Organizational computing system

Full text available:  pdf(1.14 MB)

Additional Information: full citation, abstract, referen

Multilateral diplomacy faces pressures to improve the efficiency of its operations. In this paper we describe a user-centered design approach for meeting support systems in the field of multilateral diplomacy. We argue that by improving the efficiency of the diplomatic process, they form one promising target in productivity improvements. Diplomatic processes are characterized by their complexity and the need for maneuvering and embedded with pervasive diplomatic rituals and protocols which are often difficult to change. We propose a user-centered design approach for meeting support systems in the field of multilateral diplomacy. This approach is based on the assumption that the most effective way to support diplomatic processes is to support the participants in their work. We describe a user-centered design approach for meeting support systems in the field of multilateral diplomacy. This approach is based on the assumption that the most effective way to support diplomatic processes is to support the participants in their work. We describe a user-centered design approach for meeting support systems in the field of multilateral diplomacy. This approach is based on the assumption that the most effective way to support diplomatic processes is to support the participants in their work.

**47 Digital sociability: Designing social presence of social actors in human computer interaction**

Kwan Min Lee, Clifford Nass

April 2003      Proceedings of the conference on Human factors in computing systems

Full text available:  pdf(295.50 KB)

Additional Information: full citation, abstract, refere

This study examines the interaction effect between user factors and media factors on social presence. It is hypothesized that user factors such as personality and media factors such as media richness are critical in the design of virtual reality systems and human computer interfaces. Experiments 1 and 2 show that matching synthesized voice personality to user personality positive users' feelings of social presence. Experiment 2 also reveals that users feel a greater sense of social presence when the personality of synthesized voice matches their own personality. The results suggest that users feel a greater sense of social presence when the personality of synthesized voice matches their own personality.

**Keywords:** computers are social actors, consistency-attraction, media factors, social presence, telepresence

**48 Performance systems technology (PST) and computer-based instruction (CBI) in the 21st century, part I**

Gloria A. Reece

August 1997      ACM SIGDOC Asterisk Journal of Computer Documentation, Volume 17 Number 2

Full text available:  pdf(950.61 KB)

Additional Information: full citation, references, cite

**49 Human values and the future of technology: a declaration of empowerment**

Ben Shneiderman

August 1990      ACM SIGCAS Computers and Society , Proceedings of the conference

Volume 20 Issue 3

Full text available:  pdf(720.46 KB)

Additional Information: full citation, references, cite

**50 New techniques for presenting instructions and transcripts: Comparative effects of object assembly**

Arthur Tang, Charles Owen, Frank Biocca, Weimin Mou

April 2003 Proceedings of the conference on Human factors in computing systems

Full text available:  pdf(237.22 KB)

Additional Information: full citation, abstract, references, citations

Although there has been much speculation about the potential of Augmented reality for assembly tasks, there have been very few studies about its effectiveness. This paper describes an experiment that tested the effectiveness of different ways of presenting assembly instructions in an assembly task. Task information was displayed in user's field of view in the user's workspace as 3D objects to explicitly demonstrate the exact execution of a procedure. These were compared with the AR system: a printed instruction sheet ...

Keywords: augmented reality, computer assisted instruction, human computer interaction, assembly, 3D objects

**51 Two-handed virtual manipulation**

Ken Hinckley, Randy Pausch, Dennis Proffitt, Neal F. Kassell

September 1998 ACM Transactions on Computer-Human Interaction (TOCHI), 5(3)

Full text available:  pdf(1.32 MB)

Additional Information: full citation, abstract, references, citations

We discuss a two-handed user interface designed to support three-dimensional manipulation. A system is a "point design"; an example of an advanced user interface. We argue that in order to understand why interaction techniques do or do not work, and what makes them effective, it is important to move beyond point design and to introduce care for behavioral principles. In particular, we ...

Keywords: bimanual asymmetry, haptic input, input devices, three-dimensional manipulation, virtual manipulation

**52 From documents to discourse: shifting conceptions of scholarly publishing**

Tamara Sumner, Simon Buckingham Shum

January 1998 Proceedings of the SIGCHI conference on Human factors in computing systems

Full text available:  pdf(1.15 MB)

Additional Information: full citation, references, citations

Keywords: World Wide Web, argumentation, digital documents, discourse, electronic publishing, socio-technical design

### 53 Developing domain knowledge through the reuse of project experiences

Scott Henninger

August 1995 ACM SIGSOFT Software Engineering Notes , Proceedings of the 1995 Volume 20 Issue SI

Full text available:  pdf(1.27 MB)

Additional Information: full citation, abstract, references

Software development is no longer a homogenous field. Software is being developed for different applications and user populations, each with different characteristics and development needs. Researchers and practitioners have begun to realize the importance of identifying and addressing the special development needs of application domains. This paper presents a knowledge about application d ...

### 54 Adaptive interaction with knowledge-based systems

F. de Rosis, M. T. Cozza, B. de Carolis, S. Errore, S. Pizzutilo, I. de Zegher

June 1994 Proceedings of the workshop on Advanced visual interfaces

Full text available:  pdf(725.08 KB) Additional Information: full citation, references, index terms

### 55 Journals and periodicals on computers, ethics & society

Herman T. Tavani

June 1997 ACM SIGCAS Computers and Society, Volume 27 Issue 2

Full text available:  pdf(948.41 KB) Additional Information: full citation, citations, index terms

### 56 Explanation-based learning: a survey of programs and perspectives

Thomas Ellman

June 1989 ACM Computing Surveys (CSUR), Volume 21 Issue 2

Full text available:  pdf(6.15 MB) Additional Information: full citation, abstract, references,

Explanation-based learning (EBL) is a technique by which an intelligent system learns by analogy. EBL systems are characterized by the ability to create justified generalizations from specific examples. They are distinguished by their reliance on background knowledge of the domain under investigation. A method for performing generalization, it can be viewed in other ways as well. That performs fo ...

### 57 Research in music and artificial intelligence

Curtis Roads

June 1985 ACM Computing Surveys (CSUR), Volume 17 Issue 2

Full text available:  pdf(2.72 MB) Additional Information: full citation, abstract, references, citations

Although the boundaries of artificial intelligence (AI) remain elusive, computer systems were formerly associated exclusively with naturally intelligent musicians. After a brief history of AI research in music, the paper discusses the need for AI techniques in four areas of musical research: composition, performance, sound processing, and analysis. The next part surveys recent work involving AI and music, with applications in the four areas o ...

## 58 Unification: a multidisciplinary survey

Kevin Knight

March 1989

ACM Computing Surveys (CSUR), Volume 21 Issue 1

Full text available:  pdf(2.90 MB)

Additional Information: full citation, abstract, references, citin

The unification problem and several variants are presented. Various algorithm Research on unification arising in several areas of computer science is survey logic programming, and natural language processing. Sections of the paper in uses of unification and the special problems encountered. Other topics cover occur check, infinite term ...

## 59 HCI at New Mexico State University

Douglas J. Gillan

May 1995 Conference companion on Human factors in computing systems

Full text available:  pdf(256.25 KB) Additional Information: full citation, references, index terms

## 60 The new (1982) Computing Reviews classification system&mdash;final ver

Jean E. Sammet, Anthony Ralston

January 1982 Communications of the ACM, Volume 25 Issue 1

Full text available:  pdf(731.04 KB) Additional Information: full citation, citations, index terms

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## 61 Systems, interactions, and macrotheory

Philip Barnard, Jon May, David Duke, David Duce

June 2000 ACM Transactions on Computer-Human Interaction (TOCHI), Volum

Full text available: pdf(1.60 MB)

Additional Information: full citation, abstract, references, citin

A significant proportion of early HCI research was guided by one very clear view that psychology and cognitive science could be developed to yield engineering tools for HCI design. While interface technologies and heuristic methods for behavioral capability and breadth of application, progress toward deeper theory has been unnecessary. A case ...

Keywords: cognitive models, computing system models, models of interaction

## 62 Software engineering across computing curricula

Thomas B. Hilburn, Susan Mengel, Donald J. Bagert, Dale Oexmann

August 1998 ACM SIGCSE Bulletin , Proceedings of the 6th annual conference on t  
annual conference on Integrating technology into computer science e  
computer science education, Volume 30 Issue 3

Full text available:  pdf(591.10 KB)

Additional Information: full citation, abstract, reference

In this paper, we address issues that are pertinent to the improvement of sof  
a key impediment to the development of new courses and curricula and the a  
education is the lack of guidance and support for such development. In this p  
"Guidelines for Software Education". We outline the content of such Guideline  
the body of knowledge that is ...

Keywords: computing curricula, curriculum design, software engineering

## 63 The &ldquo;growing up&rdquo; of HyperBraille&mdash;an office workspace

Thomas Kieninger

November 1996 Proceedings of the 9th annual ACM symposium on User interface s

Full text available:  pdf(840.13 KB)

Additional Information: full citation, references, index te

Keywords: HTML editor, World Wide Web, blindness, document analysis, hype

## 64 Intelligent software technology for the new decade

Alexander S. Narin'yani

June 1991 Communications of the ACM, Volume 34 Issue 6

Full text available:  pdf(916.94 KB)

Additional Information: full citation, abstract, reference

Our collective has been working in the AI domain for more than 15 years. Dur  
focused on two &ldquo;classical&rdquo; subjects: 1. natural language interfac  
processing. From the early 1980s, in addition to working on the conceptual as  
involved in developing advanced technology of intelligent systems. Participati  
research and development [R&a ...

## 65 Procedure writing across domains: nuclear power plant procedures and co

Douglas R. Wieringa, David K. Farkas

October 1991 Proceedings of the 9th annual international conference on Systems

Full text available:  pdf(852.26 KB)

Additional Information: full citation, references, index te

## **66 MSIS 2000: model curriculum and guidelines for graduate degree program**

John Gorgone, Paul Gray  
February 2000

Communications of the AIS

Full text available:  pdf(265.60 KB)

Additional Information: full citation, references

## **67 Industry briefs: Reactivity**

David Crow, Maria Yang  
March 2001      *Interactions*, Volume 8 Issue 2

Full text available:  pdf(350.39 KB) Additional Information: full citation, index terms

## **68 An advanced traffic management system simulator for intelligent vehicle-hi**

Richard M. Ingle, Bryan D. Williams, Nazemeh Sobhi  
December 1994      *Proceedings of the 26th conference on Winter simulation*

Full text available:  pdf(492.81 KB)

Additional Information: full citation, references, index

## **69 Gross motion planning&mdash;a survey**

Yong K. Hwang, Narendra Ahuja  
September 1992      *ACM Computing Surveys (CSUR)*, Volume 24 Issue 3

Full text available:  pdf(6.40 MB)

Additional Information: full citation, abstract, references, citin

Motion planning is one of the most important areas of robotics research. The has hindered the development of practical algorithms. This paper surveys the motion planners for point robots, rigid robots, and manipulators in stationary, movable-object environments. The general issues in motion planning are exp performances are briefly described, a ...

**Keywords:** collision detection, computational geometry, implementation, moti planning, spatial representation

## **70 Strategic directions in artificial intelligence**

Jon Doyle, Thomas Dean  
December 1996      *ACM Computing Surveys (CSUR)*, Volume 28 Issue 4

Full text available:  pdf(243.02 KB) Additional Information: full citation, references, index terms

## 71 New Programming Languages for Artificial Intelligence Research

Daniel G. Bobrow, Bertram Raphael

September 1974 ACM Computing Surveys (CSUR), Volume 6 Issue 3

Full text available:  pdf(1.47 MB) Additional Information: full citation, references, citings, index terms

## 72 Parallel execution of prolog programs: a survey

Gopal Gupta, Enrico Pontelli, Khayri A.M. Ali, Mats Carlsson, Manuel V. Hermene

July 2001 ACM Transactions on Programming Languages and Systems (TOPLAS)

Full text available:  pdf(1.95 MB) Additional Information: full citation, abstract, references, c

Since the early days of logic programming, researchers in the field realized the potentialities present in the execution of logic programs. Their high-level nature, the presence of referential transparency, among other characteristics, make logic programs in principle amenable to speedups through parallel execution. At the same time, the fact that the typical logic programs frequently involve irregular computation ...

Keywords: Automatic parallelization, constraint programming, logic programm

## 73 Automated cataloging and analysis of sky survey image databases: the SK

Usama M. Fayyad, Nicholas Weir, S. Djorgovski

December 1993 Proceedings of the second international conference on Information

Full text available:  pdf(1.31 MB) Additional Information: full citation, references, index

## 74 Artificial intelligence and software engineering

D. Barstow

March 1987 Proceedings of the 9th international conference on Software Eng

Full text available:  pdf(1.24 MB) Additional Information: full citation, abstract, references,

Software Engineering is a knowledge-intensive activity, requiring extensive knowledge about the target software itself. Many Software Engineering costs can be attributed to managing this knowledge, and Artificial Intelligence techniques can help a great deal. In the last decades of research have led to many significant theoretical results, but few practical applications due in part to ...

## 75 The economic approach to artificial intelligence

Michael P. Wellman

December 1996 ACM Computing Surveys (CSUR)

Full text available:  html(13.23 KB) Additional Information: full citation, references

## 76 Computer-music interfaces: a survey

Bruce W. Pennycook

June 1985

ACM Computing Surveys (CSUR), Volume 17 Issue 2

Full text available:  pdf(2.04 MB)

Additional Information: full citation, abstract, references, citin

This paper is a study of the unique problems posed by the use of computers b  
paper begins with a presentation of the basic concepts involved in the musica  
followed by a detailed discussion of three musical tasks: music manuscript pr  
composition, and real-time performance interaction. Fundamental design prin  
of several early computer mus ...

## 77 An updated survey of GA-based multiobjective optimization techniques

Carlos A. Coello

June 2000

ACM Computing Surveys (CSUR), Volume 32 Issue 2

Full text available:  pdf(250.77 KB)

Additional Information: full citation, abstract, reference

After using evolutionary techniques for single-objective optimization during m  
more than one objective in the fitness function has finally become a popular a  
new evolutionary-based approaches and variations of existing techniques hav  
literature. The purpose of this paper is to summarize and organize the inform  
emphasizing the importanc ...

**Keywords:** artificial intelligence, genetic algorithms, multicriteria optimization  
optimization

## 78 Logical models of argument

Carlos Iván Chesñevar, Ana Gabriela Maguitman, Ronald Prescott Loui

December 2000

ACM Computing Surveys (CSUR), Volume 32 Issue 4

Full text available:  pdf(387.16 KB)

Additional Information: full citation, abstract, references, c

Logical models of arguement formalize commonsense reasoning while taking  
survey discusses the main ideas that characterize different logical models of a  
a few features of a few main approaches to the modeling of argumentation. W  
from the mid-1980s, when argument systems emerged as an alternative to n  
logic, to the present, as argum ...

**Keywords:** argumentation, argumentative systems, defeasible argumentation

## 79 Complexity and expressive power of logic programming

Evgeny Dantsin, Thomas Eiter, Georg Gottlob, Andrei Voronkov

September 2001

ACM Computing Surveys (CSUR), Volume 33 Issue 3

Full text available:  pdf(552.99 KB)

Additional Information: full citation, abstract, reference

This article surveys various complexity and expressiveness results on different focus is on decidable forms of logic programming, in particular, propositional mention general logic programming with function symbols. Next to classical r Horn clause programs), more recent results on various important extensions o include logic programming wit ...

Keywords: Complexity, datalog, expressive power, logic programming, nonmo

## 80 Three-dimensional object recognition

Paul J. Besl, Ramesh C. Jain

March 1985

ACM Computing Surveys (CSUR), Volume 17 Issue 1

Full text available:  pdf(7.76 MB)

Additional Information: full citation, abstract, references, citin

A general-purpose computer vision system must be capable of recognizing thr proposes a precise definition of the 3-D object recognition problem, discusses problem, and reviews the relevant literature. Because range images (or depth instead of intensity images, techniques for obtaining, processing, and charact

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**81 Natural language interfaces to databases: MIS impact, and a survey of the**  
**Vijay Sethi**

October 1986 Proceedings of the twenty-second annual computer personnel research conference

Full text available: pdf(1.06 MB)

Additional Information: full citation, abstract

The introduction of Artificial Intelligence (AI) tools and applications has led to their role in business (Reitman, 1984; International Management (1), 1984; However, there has been a limited discussion of NL processing in the Managerial besides a theoretical analysis of the implications of different language views (Lyytinen, 1985). The ...

**82 Efficient reasoning**

Russell Greiner, Christian Darken, N. Iwan Santoso

March 2001 ACM Computing Surveys (CSUR), Volume 33 Issue 1

Full text available: pdf(445.41 KB)

Additional Information: full citation, abstract, references

Many tasks require "reasoning" — i.e., deriving conclusive information—to solve their range of problems. An ideal reasoning system answers to every possible query, produce answers that are as specific as possible fact to be stored and any possible query to be asked, and be (time) efficient.

Keywords: efficiency trade-offs, soundness/completeness/expressibility

### 83 Requirements interaction management

William N. Robinson, Suzanne D. Pawlowski, Vecheslav Volkov

June 2003

ACM Computing Surveys (CSUR), Volume 35 Issue 2

Full text available:  pdf(1.24 MB)

Additional Information: full citation, abstract, references

Requirements interaction management (RIM) is the set of activities directed disposition of critical relationships among sets of requirements, which has been engineering. This survey looks at the evolution of supporting concepts and the issues-based framework for reviewing processes and products, and applies the state-of-the-art. Finally, it presents seven research ...

**Keywords:** KAOS, KATE, Oz, Requirements engineering, Telos, WinWin, analysis, deficiency driven design, dependency analysis, distributed intentionality, integrated (SCR), system architecture, system specification, viewpoints

### 84 Computational Approaches to Image Understanding

Michael Brady

January 1982 ACM Computing Surveys (CSUR), Volume 14 Issue 1

Full text available:  pdf(10.04 MB) Additional Information: full citation, references, citations, index terms

### 85 Survey of expert critiquing systems: practical and theoretical frontiers

Barry G. Silverman

April 1992 Communications of the ACM, Volume 35 Issue 4

Full text available:  pdf(2.84 MB) Additional Information: full citation, references, citations, index terms

**Keywords:** critics, expert critiquing systems

### 86 Inductive Inference: Theory and Methods

Dana Angluin, Carl H. Smith

September 1983 ACM Computing Surveys (CSUR), Volume 15 Issue 3

Full text available:  pdf(2.51 MB) Additional Information: full citation, references, citations, index terms

### 87 Program Transformation Systems

H. Partsch, R. Steinbrüggen

September 1983 ACM Computing Surveys (CSUR), Volume 15 Issue 3

Full text available:  pdf(3.00 MB) Additional Information: full citation, references, citations, index terms

**88 Steady-state simulation of queueing processes: survey of problems and solutions**

Krzysztof Pawlikowski

June 1990

ACM Computing Surveys (CSUR), Volume 22 Issue 2

Full text available:  pdf(4.75 MB)

Additional Information: full citation, abstract, references

For years computer-based stochastic simulation has been a commonly used technique for analyzing various systems. Unfortunately, the results of simulation studies quite often presented without regard to their random nature and the need for proper statistical analysis. This paper discusses the main factors that can affect the accuracy of stochastic simulation, such as the steady-state ...

**89 Control strategies for two-player games**

Bruce Abramson

June 1989

ACM Computing Surveys (CSUR), Volume 21 Issue 2

Full text available:  pdf(2.59 MB)

Additional Information: full citation, abstract, references

Computer games have been around for almost as long as computers. Most of them have been designed in a rather ad hoc manner because many of their basic components have not been well understood. In this paper some deficiencies in the standard model of computer games, the most important of which are discussed, are outlined. Most of the discussion is concerned with control strategies, or sets of criteria for move selection. ...

**90 Model-based recognition in robot vision**

Roland T. Chin, Charles R. Dyer

March 1986

ACM Computing Surveys (CSUR), Volume 18 Issue 1

Full text available:  pdf(4.94 MB)

Additional Information: full citation, abstract, references, citations

This paper presents a comparative study and survey of model-based object-recognition algorithms. The goal of these algorithms is to recognize the identity, position, and orientation of objects in a scene. One form this is commonly referred to as the "bin-picking" problem, in which several objects must be identified and located in a jumbled bin. The paper is organized according to 2-D, 2½-D, and 3-D object recognition, with a brief basis for ...

**91 A tutorial on default logics**

Grigoris Antoniou

December 1999

ACM Computing Surveys (CSUR), Volume 31 Issue 4

Full text available:  pdf(199.54 KB)

Additional Information: full citation, abstract, references, citations

Default logic is one of the most prominent approaches to nonmonotonic reasoning. It provides a way to reason about knowledge that is not necessarily complete. The paper discusses the basic ideas and some of the conjectures when faced with incomplete information about the problem at hand. Several variants of default logic are presented, along with application domains such as medical and legal reasoning. Several variants have been proposed to overcome some perceived deficiencies of the original presentation, such as the lack of a semantics for negation. This paper provides a tutorial introduction to default logic.

**Keywords:** default logic, nonmonotonic reasoning, operational models

**92 Logic and Databases: A Deductive Approach**

Herve Gallaire, Jack Minker, Jean-Marie Nicolas

June 1984 ACM Computing Surveys (CSUR), Volume 16 Issue 2

Full text available:  pdf(2.51 MB) Additional Information: full citation, references, citations, index terms

**93 A survey of Web metrics**

Devanshu Dhyani, Wee Keong Ng, Sourav S. Bhowmick

December 2002

ACM Computing Surveys (CSUR), Volume 34 Issue 4

Full text available:  pdf(289.28 KB) Additional Information: full citation, abstract, refer

The unabated growth and increasing significance of the World Wide Web has improved its capacity for serving information more effectively. But at the heart of the Web is the need to evaluate the quality and usefulness of Web resources and services. This paper presents a survey of various models that quantify various attributes of web sites. The science of measuring web metrics involves the measurement of storage and retrieval or ...

Keywords: Information theoretic, PageRank, Web graph, Web metrics, Web p

**94 Computational learning theory: survey and selected bibliography**

Dana Angluin

July 1992 Proceedings of the twenty-fourth annual ACM symposium on Theory of computing

Full text available:  pdf(2.11 MB) Additional Information: full citation, references, citations, index terms, references, citations, index terms

**95 Reading text from computer screens**

Carol Bergfeld Mills, Linda J. Weldon

December 1987

ACM Computing Surveys (CSUR), Volume 19 Issue 4

Full text available:  pdf(3.33 MB) Additional Information: full citation, abstract, references, citations, index terms

This paper reviews empirical studies concerning the readability of text from computer screens. It compares the form and physical attributes of complex, realistic displays of text material with paper. The results show that screens are less readable than paper. The factors explored in this review are the contrast, the size of the text, the screen, the contrast ...

**96 The state of the art in automating usability evaluation of user interfaces**

Melody Y. Ivory, Marti A Hearst

December 2001

ACM Computing Surveys (CSUR), Volume 33 Issue 4

Full text available:  pdf(2.31 MB)

Additional Information: full citation, abstract, references, cit

Usability evaluation is an increasingly important part of the user interface design process. It can be expensive in terms of time and human resources, and automation is a key goal of existing approaches. This article presents an extensive survey of usability evaluation methods, with a new taxonomy that emphasizes the role of automation. The survey analyzes the various aspects of usability evaluation and provides a comprehensive overview of the field.

Keywords: Graphical user interfaces, taxonomy, usability evaluation automation

**97 Strategic directions in constraint programming**

Pascal Van Hentenryck, Vijay Saraswat

December 1996 ACM Computing Surveys (CSUR), Volume 28 Issue 4

Full text available:  pdf(402.08 KB) Additional Information: full citation, references, citations, index terms

**98 A survey of methods for recovering quadrics in triangle meshes**

Sylvain Petitjean

June 2002

ACM Computing Surveys (CSUR), Volume 34 Issue 2

Full text available:  pdf(3.91 MB)

Additional Information: full citation, abstract, references, citations, index terms

In a variety of practical situations such as reverse engineering of boundary representations, range data analysis, model-based recognition and algebraic surface reconstruction, it is often desired to recover the shape of visible surfaces of a dense 3D point set. In particular, it is desirable to find a quadric surface of known type wherever these are in reasonable agreement with the data. We review the various methods for recovering quadrics from triangle meshes, that is, algebraic surfaces that are piecewise linear.

Keywords: Data fitting, geometry enhancement, local geometry estimation, surface reconstruction

**99 Semantic database modeling: survey, applications, and research issues**

Richard Hull, Roger King

September 1987

ACM Computing Surveys (CSUR), Volume 19 Issue 3

Full text available:  pdf(5.42 MB)

Additional Information: full citation, abstract, references, citations, index terms

Most common database management systems represent information in a simple, structured form. Semantic database modeling provides richer data structuring capabilities for database applications. This article surveys semantic modeling, articulating a number of constructs that provide mechanisms for representing data typically arising in commercial applications. In general terms, semantic modeling is concerned with the representation (in artificial int ...).

## 100 Computing curricula 2001

September 2001 Journal on Educational Resources in Computing (JERIC)

Full text available: [pdf\(613.63 KB\)](#) [html\(2.78 KB\)](#) Additional Information: full citation, references, citations,

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